

Matrix

- matrix

- + Matrix()
- + Matrix()
- + LoadIdentity()
- + Zeros()
- + Transpose()
- + operator[]()
- + LUDecompositon()
- + Determinant()
- + Inverse()
- + operator*()
- and 6 more...
- + Ortho()
- + Frustum()
- + LookAt()
- + Perspective()
- + Translate()
- + Rotate()
- + Rotate()
- + Scale()